## PATENT APPLICATION FEE DETERMINATION RECORD Application or Docket Number Effective January 1, 2003 CLAIMS AS FILED - PART I SMALL ENTITY (Column 1) OTHER THAN (Column 2) TOTAL CLAIMS TYPE \_\_\_\_ OR SMALL ENTITY FOR RATE FEE RATE FEE NUMBER FILED NUMBER EXTRA BASIC FEE TOTAL CHARGEABLE CLAIMS 375.00 BASIC FEE OR 750.00 minus 20= INDEPENDENT CLAIMS X\$ 9= X\$18= OR minus 3 = MULTIPLE DEPENDENT CLAIM PRESENT X42≈ X84= \* If the difference in column 1 is less than zero, enter "0" in column 2 +140= +280= OR CLAIMS AS AMENDED - PART II TOTAL OR TOTAL (Column 1) OTHER THAN (Column 2) (Column 3) SMALL ENTITY CLAIMS OR SMALL ENDITY **HIGHEST** REMAINING **AMENDMENT** NUMBER ADDI-**AFTER** PRESENT ADDI PREVIOUSLY AMENDMENT RATE **EXTRA** TIONAL PAID FOR PATE TIONAL Total FEE Minus FEE Independent X\$ 9= X\$18= Minus OR \*\*\* FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM X42≈ X84= OR +140= +280= OR TOTAL OR ADDIT. FEE TOTAL ADDIT FEE (Column 1) (Column 2) (Column 3) **CLAIMS** œ HIGHEST REMAINING AMENDMENT NUMBER AFTER PRESENT ADDI-PREVIOUSLY ADDI-**AMENDMENT EXTRA** RATE TIONAL PAID FOR RATE TIONAL Total FEE Minus FEE Independent X\$ 9= Minus X\$18= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM X42= X84= OR +140 =OR +280= TOTAL TOTAL ADDIT, FEE (Column 1) ADDIT. FEE (Column 2) (Column 3) CLAIMS O HIGHEST REMAINING AMENDMENT NUMBER **AFTER** PRESENT ADDI-**PREVIOUSLY** ADDL AMENDMENT **EXTRA** RATE TIONAL PAID FOR RATE TIONAL Total FEE Minus FEE Independent

FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM

Minus

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

<sup>\*</sup> If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

<sup>\*\*</sup> If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

<sup>\*\*\*</sup>If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

X\$ 9= X\$18= OR X42= X84= OR +140= OR +280= TOTAL TOTAL ADDIT. FEE